Sound Effects Meeting

- The Game will feature a number of layers:
  Environment
  Game Play
  HUD
  Pause Menu

  Each layer has a separate sound set, each very distinguishable for the player to recognise. A sound from the HUD will distinctly sound like a 'HUD' sound. Where as a bird singing will give a reference to the ambience of the world.

- Some sound sets feature throughout the game. E.g. the sound effect for 'Time Award' is the same no matter what game environment the player is in.

- HUD and Pause Menu
  This sound set is to be created from generated sounds (Synth Effects), this is to disassociate the player from recognising any real world noises. Arcade type pings, general sound associated only with games.

- Repeating sound effects need to be of a nature that comes across in the player's subconscious. Basically they are only really noticed in their absence. While Pepper is grinding, a constant clocking up of points could get annoying if the sound is too repeating and strong. Crazy Taxi has an extremely good method of sound effect when collecting money. The sound effect isn't really registered by the player consciously, its as a complimentary effect that just simply registers to reassure the player IS clocking up points.

- A List is to be generated of all the sound events that happen. HUD etc….
  Each trigger needed defining and linking to an event.
  Example: HUD, moving the highlight up and down. Clicking on an option.

- Each vehicle needs to be defined to reflect its engine size, speed, acceleration, horn, door?

- Skateboard sound needs to be defined. Grinding, effects, etc….

- Pepper as he doesn't speak in the game just needs sound effects recording. Grunts and Oofs, for when he falls over, or is pushing a crate etc…

- "Fan Fare" sound clip for when an objective is complete. I.e. when a trading card is collected or a brick is picked up. Possibly something Bill and Ted like, complimented with an Air Guitar anim by Pepper.
  A similar sound could be played for when an objective has been failed, I.e running out of time during a race or quest. Possibly a scratching record or quick down sliding guitar, also complimented by an downbeat anim.

- Blue Room Music: Something low key as not to obstruct the instructions of the game.

- Photo Fit: Sleuth type double bass music, 50's noir P.I style.

- Wacky Warehouse: Busy music, to fit the surrounding graphics (What ever they actually are, or will be).

- Loading Screen Music: To fit over the clapper board loading screen. Something small that will fit into the Main load sound block (Always in memory).

- List of Vehicles needs to be shown to Audio so that they can each have unique sounds to reflect: engine sizes, speed, horn etc.

- Subgame Music: Fast adrenaline, fitting speed to the game. Rap/Rock styles. Typical Xtreme Sports channel style music.

- Title Screen & Front end: Main Title screen needs a quick high impact riff “LEGO Island Xtreme Stunt” (only on screen for a few seconds). Front end needs a steady rhythm that suites the rest of the game. Crazy Taxi has a good example of this. Needs to be something that doesn’t over power the understanding of the front end. Needs to be short and constant (loop).